Wizardry®

TALE OF THE FORSAKEN LAND

game manual

TEEN
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CONTENT RATED BY ESRB

RPG®

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Wizardry®

TALE OF THE FORSAKEN LAND

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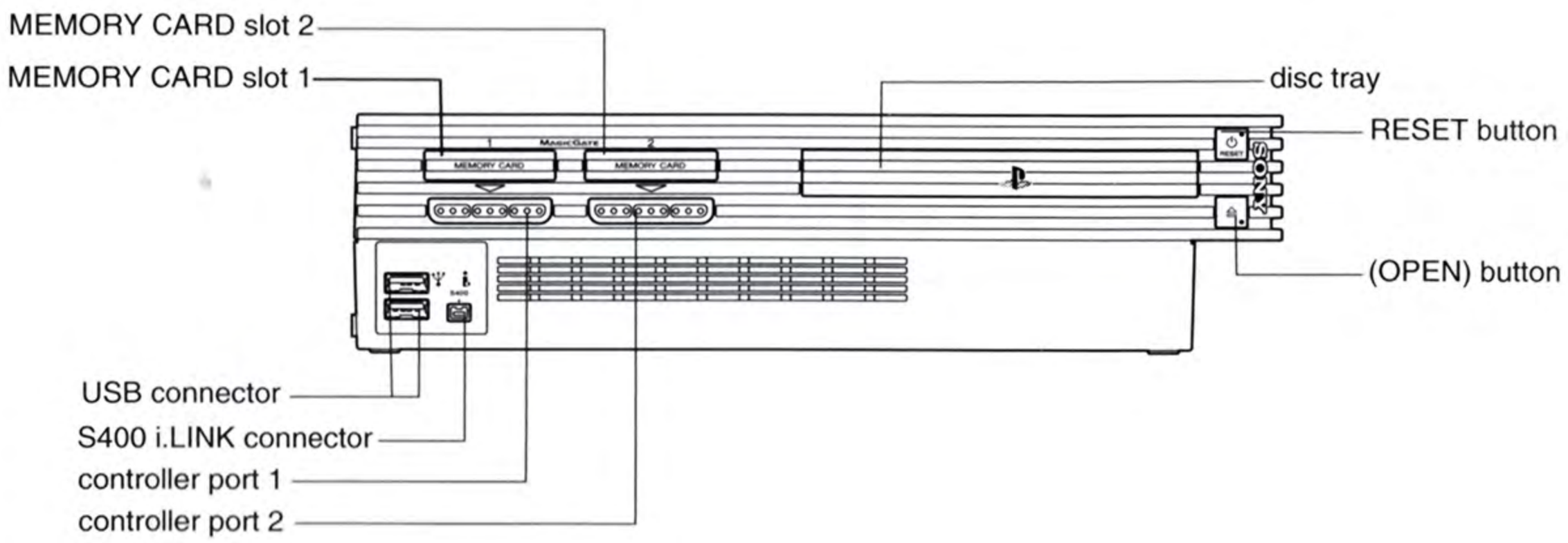
Thank you for purchasing our software, "Wizardry", for PlayStation®2. Please read this instruction booklet prior to beginning the game.

Getting Started

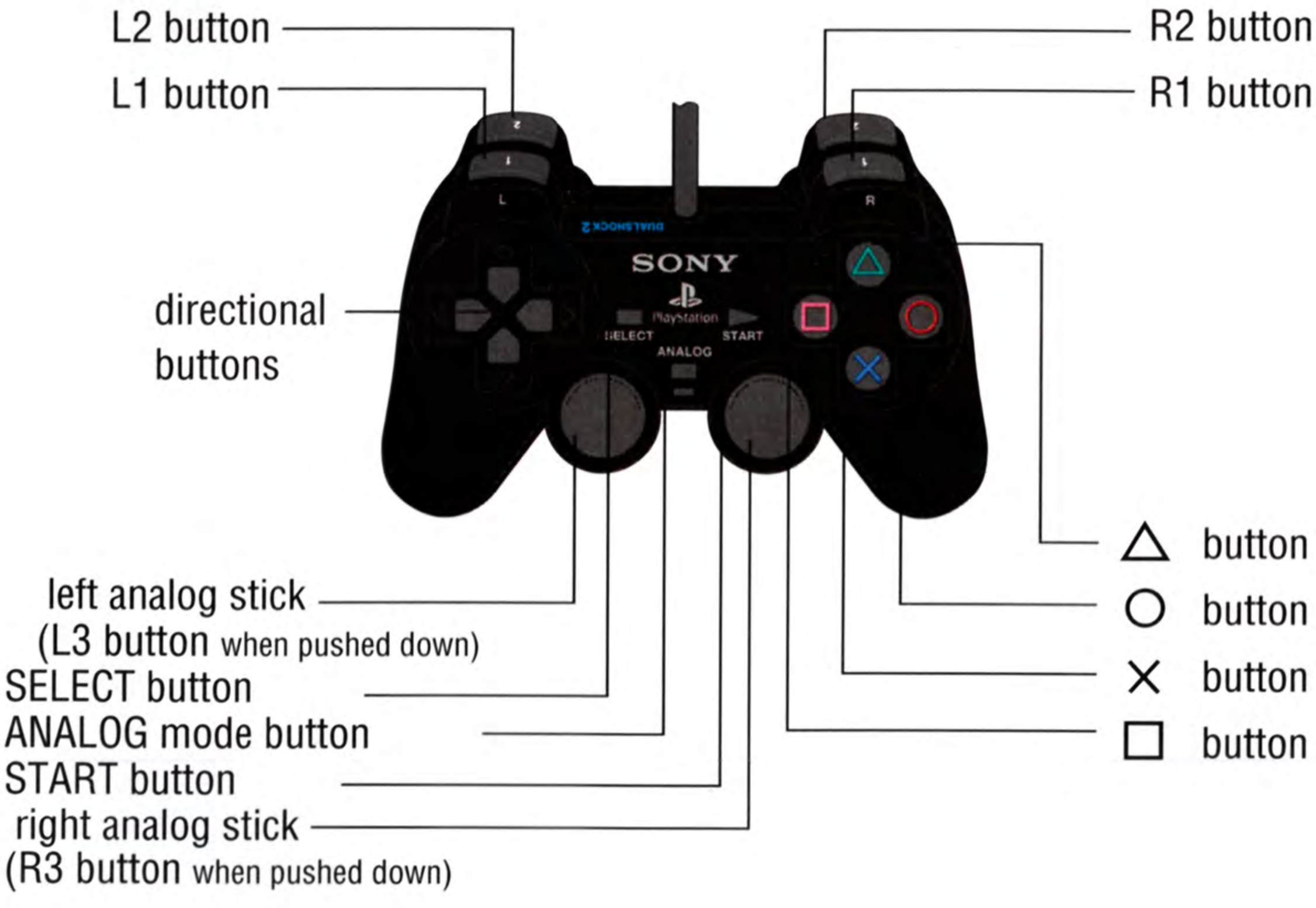


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ***Wizardry: Tale of the Forsaken Land*** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

REMEMBER: THE SYSTEM MENU

When you press the □ button in town or in the Labyrinth, the "System" menu window will be displayed. Here, you may save the game, turn the camera motion on/off, or turn vibration on/off. Remember, the command menu appears by pressing the □ button and can be used both in town and in the Labyrinth.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The structure of the Labyrinth is very complicated, as the name suggests. Please learn the controls well before beginning your journey. The following information pertains to the use of each button on the controller. On a selection screen, use the directional buttons to move the cursor, and use the **X**, △, □, or START button to make a selection. Use the O button to cancel a choice. No other buttons are used in selection menus.

*This game functions in analog mode (DUALSHOCK®2) (LED indicator: red). You can turn the vibration feature on/off in the Options screen.

directional buttons	move the cursor and change directions
right analog stick	view
left analog stick	move the map display
△ button	show the command window
X button	confirm a selection
○ button	cancel / dash
□ button	display system menu
R1 button	strafe right
R2 button	not used
L1 button	strafe left
L2 button	display / hide the map
START button	pause
SELECT button	not used

PROLOGUE

The Kingdom of Duhan has been known as a sacred town since ancient times. However, all was left in ruins after a sudden flash struck from the heavens. "The Flash", as it became known, directly hit the castle of Duhan, known as "The Gem of Benoir", and took thousands of people's lives. The tragedy did not stop there.

When the Flash crashed into the earth, the impact distorted space. Consequently, the castle's underground became an entrance to the Labyrinth. Duhan, covered by another connected world, became an island on land, isolated from its surroundings. The whole town was filled with despair. Queen Otelier barely survived the attack and ordered the sorcerer LeDua, the chief of the Queen's Guard, to explore the Labyrinth. When the soldiers of the castle started to explore the Labyrinth, strange rumors began surfacing among the people.

"Buried in the darkness of the Labyrinth is a hidden treasure, an item that will make any wish come true."

Many survivors of the Flash, forced to live in hardship, have disappeared into the Labyrinth with hopes of finding that treasure.
...Some to become a hero.
...Some to fulfill their greed.
...And some just to survive.

Starting the Game

In Wizardry, not only can you undertake an epic adventure, but you can also enjoy listening to the game's music and viewing monsters in the gallery.

New Game — Beginning a New Adventure

To start a new game, select "New Game" from the main menu screen. You will see the opening screen which is pictured below. Next, select the name, race, attribute and class of the main character.

Enter Name
First, choose and enter a name for the main character. Use the directional buttons to move the cursor through the alphabet. Press **X** button to confirm, ○ button to cancel. You may enter a maximum of 7 letters.

Select Race, Attribute, & Occupation
After entering a name for your character, select his/her race, attribute and class. Make your selections by moving the cursor up or down with the directional buttons. Press **X** button to confirm.
Please refer to page 30 for information about race and class. Read the table below for information about attributes.

"Attribute" is the tendency of a creature or character to act a certain way. Those who have opposite attributes may not get along well, and this can affect an entire party. However, there are no restrictions on the attributes of characters when forming a party.

Good	Neutral	Evil
A good character generally puts the well-being of others before him/herself. If creatures or characters encountered are friendly, a good character will act sympathetically. If you play a good character contrary to the behavioral patterns of the good attribute, this may cause the character's attribute to change.	A neutral character generally determines his/her actions based on the situation. If creatures or characters encountered are friendly, he/she may choose to fight or leave. His/her attribute will not change under any circumstances.	An evil character will generally act in his/her personal best interest. Even if creatures or characters encountered are friendly, an evil character will not show any sympathy. If you play an evil character contrary to the behavioral patterns of the evil attribute, this may cause the character's attribute to change.

Load Game — Resume the Game from a Previous Save

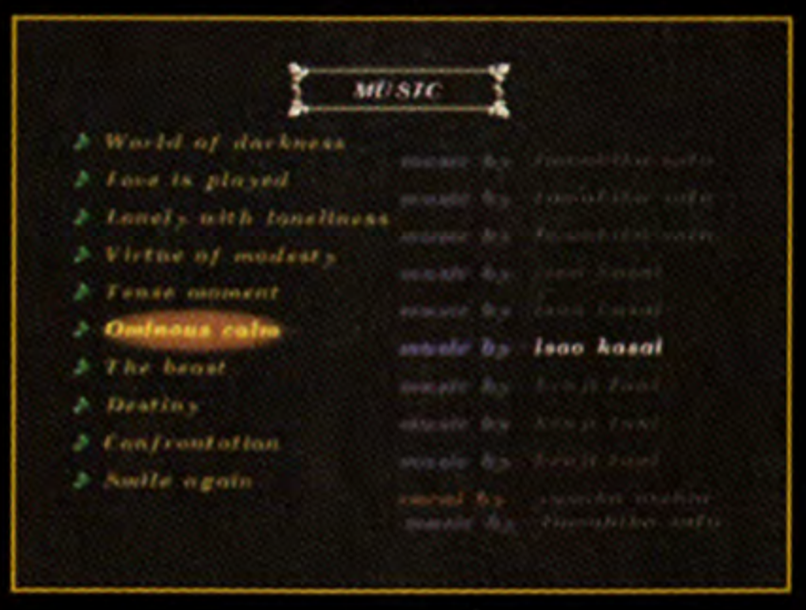
To continue the game from a previously saved point, first insert a memory card (8MB)(for PlayStation®2) with your saved data into MEMORY CARD slot 1 and select "Load." Then, the screen on the right will be displayed. Select the data you wish to load using the directional buttons. Press **X** button to confirm. Refer to page 25, "Town Facilities", for information about saving.

Continue — Resume a Paused Adventure

Press the □ button in town or in the Labyrinth to display the "System" menu. If you choose to quit your game, the game will be temporarily suspended and the title screen will then appear. The word "CONTINUE" will be displayed on the title screen if you have a suspend data available. Select CONTINUE to resume play. The suspend data will be erased after the game is resumed.

Music — Listen to the Game's Music

You may listen to the music from the game at any time. In this menu, use the directional buttons to highlight the title of the track you wish to listen to. Confirm your choice with the **X** button. Cancel with O button. There are 10 playable tracks.



Gallery — View Monsters You've Encountered

You may view all of the monsters that you have encountered thus far in your adventures. Insert a memory card with your saved data in MEMORY CARD slot 1 and select "Gallery". Move the cursor to the name of the monster you wish to see and press the **X** button to confirm. Use the R1 button to zoom in, the R2 button to zoom out, and the directional buttons to rotate your view of the monster. You may also check the number of monsters that you have defeated.

Playing the Game

When you first step into the town of Duhan, the main character is alone. Once you have learned the basics of the game, you will be able to adventure with other characters.

Basic Flow of the Game

1. Accept quests at the Tavern (p.10).
2. Recruit comrades at the Guild (p.10).
3. Make preparations at Vigger's Shop (p.10).
4. Complete your quest in the Labyrinth (p.11).
5. Receive your reward at the Tavern (p.16).

Strengthening Your Party and Solving the Mystery of the Labyrinth

The setting of "Wizardry" is a town called Duhan. The main character of this game will communicate with the people of the town, make friends, accept quests, and explore the underground labyrinth. He/she will encounter various monsters and mysteries in the Labyrinth. Strengthen your party little by little as you try to solve these mysteries. The further you go down in the Labyrinth, the more complicated the mysteries will become, and the stronger the monsters will be.

Playing the Game

1 Accept quests at the Tavern

The Tavern is where people gather to drown their sorrows

The Tavern, "Luna Light", stands silently along the river. It is crowded with villagers and those who have explored the Labyrinth. Posting on a bulletin board, they use the "Quest Form" to seek help with puzzles and difficulties which they cannot solve on their own. Everything on the Quest Form relates to the Labyrinth. Read carefully and decide whether or not you wish to accept a quest. You will need other characters in your party to help you explore the Labyrinth and undertake quests.

2 Recruit comrades at the Guild

The Guild is where you will maintain your party

You may register or delete adventurers and change their classes at the Guild. Use the Register there to make these changes so that you can add adventurers who are listed to your party at the Tavern. Besides maintaining your characters at the Guild, you may also master Allied Actions there (p.19). It's a good idea to stop by the Guild before entering the Labyrinth. You will make greater progress by first strengthening your party.

3 Make preparations at Vigger's Shop

It may be poorly supplied, but it's the only shop in Duhan

Ever since the Flash, this shop has been running short on supplies. You may buy and sell weapons and armor here, as well as have magic stones made. The shopkeeper will also appraise items that are acquired in the Labyrinth. You will not want to sell those items unless they have been appraised. Make sure to prepare your party well by buying and selling equipment and items at Vigger's Shop.

☛Proceed to the Labyrinth

Playing the Game

4 Complete your quest in the Labyrinth

Learn the basic actions that are used in the Labyrinth

Once you've made your preparations in Duhan, you can start exploring the Labyrinth. In the Labyrinth you will battle monsters, accomplish quests, and explore. Of course, you are free to pursue your own objectives, regardless of your task. For instance, you may decide to search for treasure while battling monsters.

Inside the Labyrinth

Battle Monsters

The symbols of enemies who wander around the Labyrinth

While exploring the Labyrinth, you will encounter roaming symbols. They represent a group of monsters. A battle begins when you make contact with these symbols. Be aware that although these symbols usually move slowly, when your party is recognized, their color turns red, and they start moving more rapidly. To gain an advantage over the monsters, make contact with them from behind.

Explore the Labyrinth

Investigate suspicious places

The Labyrinth is filled with mysteries. If you find something suspicious, press the X button to investigate. By doing so, you may be able to obtain tips that will allow you to proceed deeper into the Labyrinth, continue your adventures, or find unexpected items. Be aware of the traps that have been set on treasure chests and scattered throughout the Labyrinth. There are four types of treasure chests: normal, locked, trapped, and locked with traps. You can practice disarming traps at the Tavern in safety.

Accomplish Quests

Return to town for your reward

After you complete your quest, go to the Tavern. There, you will receive Exp points, items, etc. as your reward. Also, if you have a Transfer Potion, you will be able to return to town immediately. Therefore, it is a good idea to keep one handy at all times.

Reading the Field Window

1 Commands. Press the △ button to display the command window.

2 Party Rank. Displays party's current rank (p.18).

3 Stamina Gauge. The stamina gauge will go down while your character is running. If your stamina is depleted, you won't be able to run for a while. The gauge will go back up as you are walking or standing at rest.

4 Area Map. Displays a map of the area.
Blue is used to indicate pathways.
Red is used to indicate important places such as elevators.
Pink is used to indicate pitfalls.

5 Monster Symbol. A battle starts by coming into contact with a monster symbol.

6 Party Window. Displays the status of each character.

The Command Window

Press the △ button in the Labyrinth field to display the command window pictured below. This window is very important in making preparations for exploring. For instance, you can check the condition of the party or change the party's formation using commands from this window. Read the next page for more information on commands.

1 Item

2 Spell

3 Status

4 View AAs

5 View quests

6 Change Formation

Exit

Playing the Game

1 Items

When you select "Item" from the command window, the screen changes to display the six commands shown below. Aside from basic actions such as "use" and "unequip", you may also perform special actions such as appraising items or releasing items' special powers, depending on the item and the character attempting the action. To read an item's description, move the cursor to that item and press the △ button. A list of event items will be displayed by pressing the □ button.

The Six Commands in the Item Menu

Use
To use an item in a character's inventory, select that character using the directional buttons and confirm your choice with the **X** button.

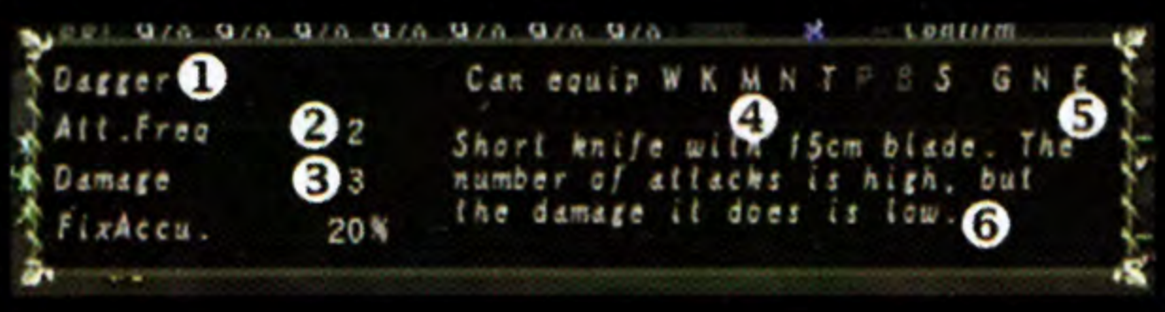
Equip/Remove
Use this command to equip or unequip items such as weapons, armor, or accessories.

Give
Use this command to give items to another character. A character cannot possess more than 10 items including the item equipped.

Appraise
Use this command to appraise items just as Vigger's Shop does. However, this command cannot be used without a priest or bishop in the party.

Release SP
Some items hold special powers. These powers can be released using this command.

Discard
Use this command to discard items from a character's inventory. Items cannot be recovered once discarded.



Item Window

1. Item name
2. Number of attacks made by the weapon, or the dodging ability of the armor
3. The power of the weapon, or the defensive ability of the armor
4. Applicable occupation
5. Applicable attribute
6. Item description

2 Spells

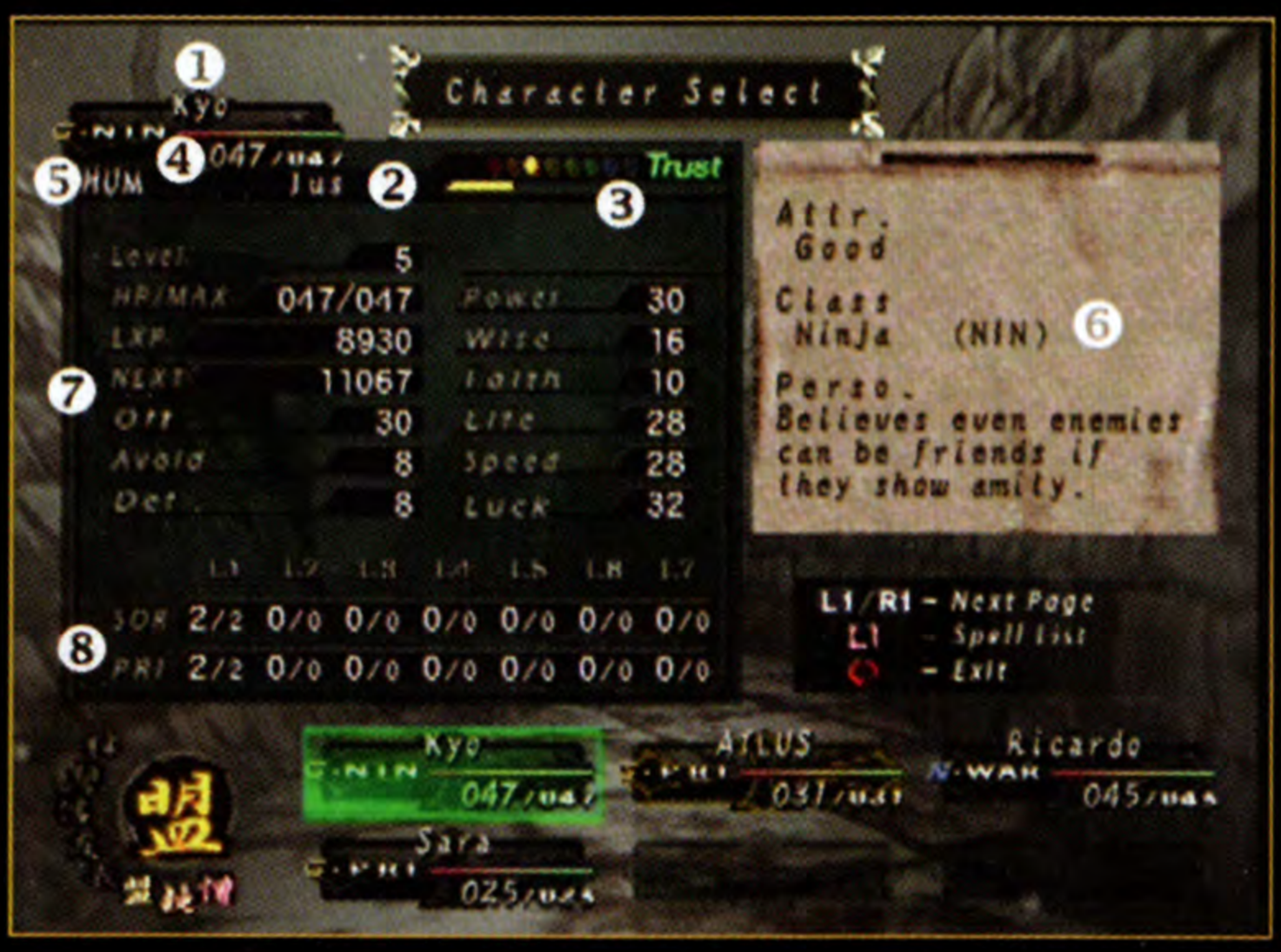
You have in your arsenal the spells that each character has acquired during his/her journeys. To use these spells, first select a character that has mastered one or more spells. Next, select from either Sorcerer spells or Priest spells. You can also view a list of all acquired spells by pressing the □ button.

Playing the Game

3 View Party

Use this command to check the status of the party. You can look at each character's data and check for abnormal status. It is important to keep your party in top condition in case of an unexpected battle.

Reading the View Party Screen



1. Name
2. Personality. The personality gauge will go up when the character acts in accordance with his/her personality. As the gauge fills up, trust level increases.
3. Trust Level. The level of trust that the party has for its leader changes depending on the leader's actions and words. Trust Level also affects Party Rank (p.18).
4. Hit Points
5. Race
6. This window displays the attribute, class, and personality of the character.
7. Status and Ability Points
8. Available Spells/The number of Sorcerer spells and Priest spells you can use. There are 7 levels of spells, and as you gain experience, the number of spells that can be used also increases. Level 1 SOR 3/5 means that you may use 3 more level 1 spells out of 5.

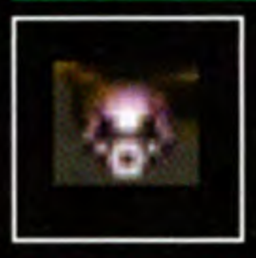
About Each Parameter

HP/MAX	Current HP/maximum HP	Power	Affects Offense
EXP	Current experience points	Wise	Affects spell power
NEXT	Exp points needed to reach the next level	Faith	Affects revival from death
Off.	Attack Power	Life	Affects maximum HP
Evade	Ability to dodge enemy's attacks	Agility	Affects dodging ability
Def.	Affects damage received	Luck	Affects success ratio to flee

Abnormal States

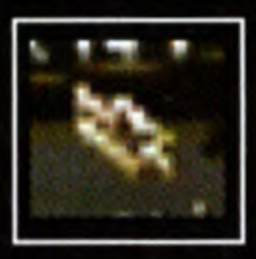
A character can be afflicted with various abnormal states from fighting with monsters and from traps in the Labyrinth. There are 14 kinds of abnormal states that can affect party members. Learn the characteristics of each one so that you will be able to deal with it quickly.

Poison



When affected by poison, HP will decrease each turn.

Paralysis



When paralyzed, a character is immobile. You cannot enter any commands for that character, nor can he/she participate in Allied Actions. The damage that a paralyzed character receives is doubled.

Paralysis by Spell

A character can become paralyzed by an enemy's spell attack. The status is lifted once the battle has ended.

Web Paralysis

A character can become paralyzed by the special attack of a monster. The status is lifted once the battle has ended.

Glare Paralysis

A character can become paralyzed by the special attack of a monster. The status is lifted once the battle has ended.

Sleep

When subjected to this abnormal status, a character is forced to fall asleep. That character will be unable to move for several turns.

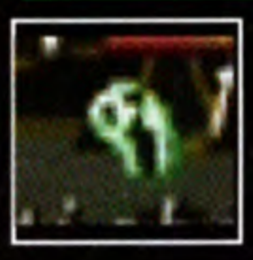
Seal

With this status, a character's spells are sealed and no spells can be cast.

Unconsciousness

When a character becomes unconscious, he/she is immobile for several turns, but will recover naturally.

Fear



When fear is planted in a character, he/she may flee a battle scene or cause an Allied Action to fail.

Petrification

A character becomes immobile when he/she has been petrified. Damage received will be greater when affected by this status and when the character dies, he/she will turn to ashes.

Death

With this status, a character's stamina has been lost, and he/she has died. That character may be recovered at the temple, but the game will be over if everyone in the party dies.

Ashes

This status is worse than death. When your character has been turned into ashes, he/she may be revived, but if the resurrection attempt fails, you won't be able to use the character again.

Lost

A character becomes "lost" forever when a resurrection attempt fails.

Reaper

If possessed by the Reaper at the time of death, a character will turn from "death" to "ashes". However, if a character dies from being possessed, he/she will be lost.

4 AA Confirmation

As the story progresses, players will be able to use AAs (Allied Actions) (p.19).
The Party can learn the following types of Allied Actions: "Offensive AA", "Defensive AA", "Spell AA", and "Assisted AA". However, if the party has not yet learned any Allied Actions or has a low Party Rank, these options will not be available.

5 Quest Confirmation

By selecting this command, a list of quests will appear, and you can check information on all quests that have been accepted. Use the directional buttons to scroll through the list and the **X** button to make a selection. Client names, quest descriptions, experience points, and money rewards will also appear on the list.

6 Alter Formation

If you want to change your party's formation, first use the directional buttons to select a character while in the field view. Place the character in the desired location in the character window. You can arrange the entire party as you see fit. Push the △ button to swap the front and back rows.

Return from the Labyrinth

5 Receive your reward at the Tavern

Report your results to the client.

Once you've accomplished a quest in the Labyrinth, return to the Tavern. Inside the Tavern, you can report completed quests to your clients. After receiving your rewards, experience points, and items, you may accept new quests. Thus, your journeys begin anew.

Battle System

This section is dedicated to learning how to fight enemies. Special techniques known as Allied Actions are group battles essential to mastering the battle system.

Unite Your Party and Destroy the Enemy

When you come into contact with an enemy "symbol" in the Labyrinth, a battle will begin. Both enemies and player-characters will be divided into front and back rows. Front row party members will come under attack more often. Use a combination of weapons, spells, and Allied Actions, the most effective technique in group battle, to slay the enemy.

Party Rank and the Allied System

During a battle, besides physical and spell attacks, you can also use the group battle technique, Allied Action, which was developed by the Queen's Guards. An Allied Action requires the synchronization of a group of characters in order to perform a powerful, complex technique. However, in order to use this technique, strong trust between comrades is necessary. Depending on the party leader's actions, trust can be built between party members, resulting in a higher Party Rank. As Party Rank increases, more powerful Allied Actions can be learned. To become a successful adventurer, devote yourself to becoming a master of Allied Actions.

Party Rank

The maximum number of members you may add to your party is five. A party will usually consist of members with various personalities. Party rank ties these members together as a group. Understanding each member's personality and taking appropriate actions are key elements in effectively using this system.

There are eight party ranks that change depending on the degree of party member trust.

Party rank is represented by the symbols below. If currently your party rank is Obligation, then as trust increases, it will become Friendship. On the other hand, if trust diminishes, party rank will regress to Alliance. The Allied Actions available to the party will vary depending on party rank. The illustration below shows the Party Rank symbols from the highest to lowest Party Rank.

Allied Actions

During the course of the game, enemies with special attacks will appear. These monsters are very strong and can eliminate your party quickly, even if you counterattack with weapons. In such cases, Allied Actions can be very helpful. Depending on the situation, use different combinations of "Offensive AA", "Defensive AA", "Spell AA", and "Assisted AA" techniques to win battles.

Using the Four Types of Allied Actions

Each Allied Action has its own distinct advantage. Remembering the characteristics of each AA will be very useful in battle. Note that, as Party Rank increases, the same Allied Action will become more powerful.

Offensive AA

Double Slash-A very complex technique involving two front row members attacking the enemy from both sides at the same time.

Stun Attack-When a back row priest or sorcerer adds magic to a front row member's attack, the attack will inflict "Thunder" damage and stun the enemy.

Assisted AA

Restrict Shot-When the party is about to be attacked, some members will counterattack by throwing projectiles to interrupt the enemy's assault.

Spell Cancel-Just as Restrict Shot will counter an enemy's direct attack, this technique will stop an enemy's spell attack.

Defensive AA

Front Guard-Two or more front row members will form a defensive stance together. For the duration of this technique, allied members' ability to avoid, defend against, and block status abnormalities will increase. While front row members are immobile, members in the back row can still attack and defeat enemies.

Spell AA

Spell Sword-This Allied Action intensifies the attacks of front row members by adding a spell to them. Even if an enemy can resist an offensive spell, it might still suffer some damage from this Allied Action.

Battle Screen

❶ Enemy characters, divided into front and back rows.

❷ Party Rank (p.18).

❸ Character's Name. If the party member is suffering from an abnormal status, an appropriate icon will be displayed.

❹ On the left is the character's attribute, and on the right is the character's class.

❺ Character's HP. When HP reaches zero, the member dies.

❻ Battle Command. Early in the game, before mastering Allied Actions, this command will not be available. The "Individual Action" commands will appear instead.

❼ By pressing the R1 button, you can view the enemy from a different angle.

Battle Commands

When a battle begins, the battle window will appear on the left side of the screen. During the prologue, while Allied Action has not yet been mastered, players can only use the 7 commands in "Individual Action". Once they have mastered Allied Actions, you will be able to use the following four commands: "Allied Actions", "Invert Rows", "Flee Together", and "Individual Action".

Allied Action

Once you have mastered Allied Actions from the Mysterious Swordsman, you will be able to use Offensive, Defensive, and Assisted Allied Actions. You can also master AA's at the Guild in town.

Invert Rows

Change the configuration of the party. When enemies attack your party from behind, weaker characters will be more vulnerable so it is a good idea to use this command to invert rows.

Flee Together

By issuing this command, every party member will retreat. Unlike the Individual Action "Flee" (p.21), which depends on each character's ability, this command has a higher rate of success.

Individual Action

Instead of taking action as a group like with Allied Actions, this command is used to direct each character individually. Depending on the character and the formation of the party, different commands will appear. At most, the following 7 commands are available for a character. While Allied Action can be powerful during battle, sometimes it is also important to take Individual Actions.

Attack	Instead of taking action as a group like with Allied Actions, this command is used to direct each character individually. Depending on the character and the formation of the party, different commands will appear. While Allied Action can be powerful during battle, sometimes it is also important to take Individual Actions.
Spell	Use this command to execute the spells you have mastered. There are two kinds of spells, "Sorcerer Spells", which are offensive, and "Priest Spells", which are healing.
Item	Select this command to use items that are in your inventory. Just like in the field, first choose the item that you would like to use and then select a target (enemy or comrade) at which the item's effect will be directed.
Defend	When this command has been selected, a character will assume a defensive posture which will allow him/her to reduce the amount of damage sustained from an enemy's direct or spell attack.
Swap	If you want to change the position of a party member, you can use this command. Select the member you want to swap using the directional buttons and confirm your choice using the **X** button.
Flee	Use this command to escape from enemies. Even though the success rate is lower than "Flee Together", if even one party member can manage to escape from battle, then the battle ends.
Dispel	Dispel is a divine chanting that only priests, bishops, and knights can use. It can be used to defeat or scare away Undead monsters. Executing this command does not require any MP.

☞ REMEMBER: FIGHTING AN UNDEAD MONSTER

As mentioned, Undead monsters cannot be defeated using regular attacks. Attacking them will cause damage, but it will not kill them. There are three ways to defeat an Undead monster:

1. Chanting "Dispel", 2. Casting offensive spells, and 3. Using weapons that are blessed with magical powers.

Ending a Battle

Once you've either killed the enemy or successfully retreated, then a battle ends. After a battle is over, a result screen will appear, indicating the experience points and money you've earned. When using the command "Flee", players will only receive experience points from enemies that were defeated. There are also times when enemies will leave treasure chests after being defeated. Be sure to claim the items inside.

When Characters Die and the Game is Over

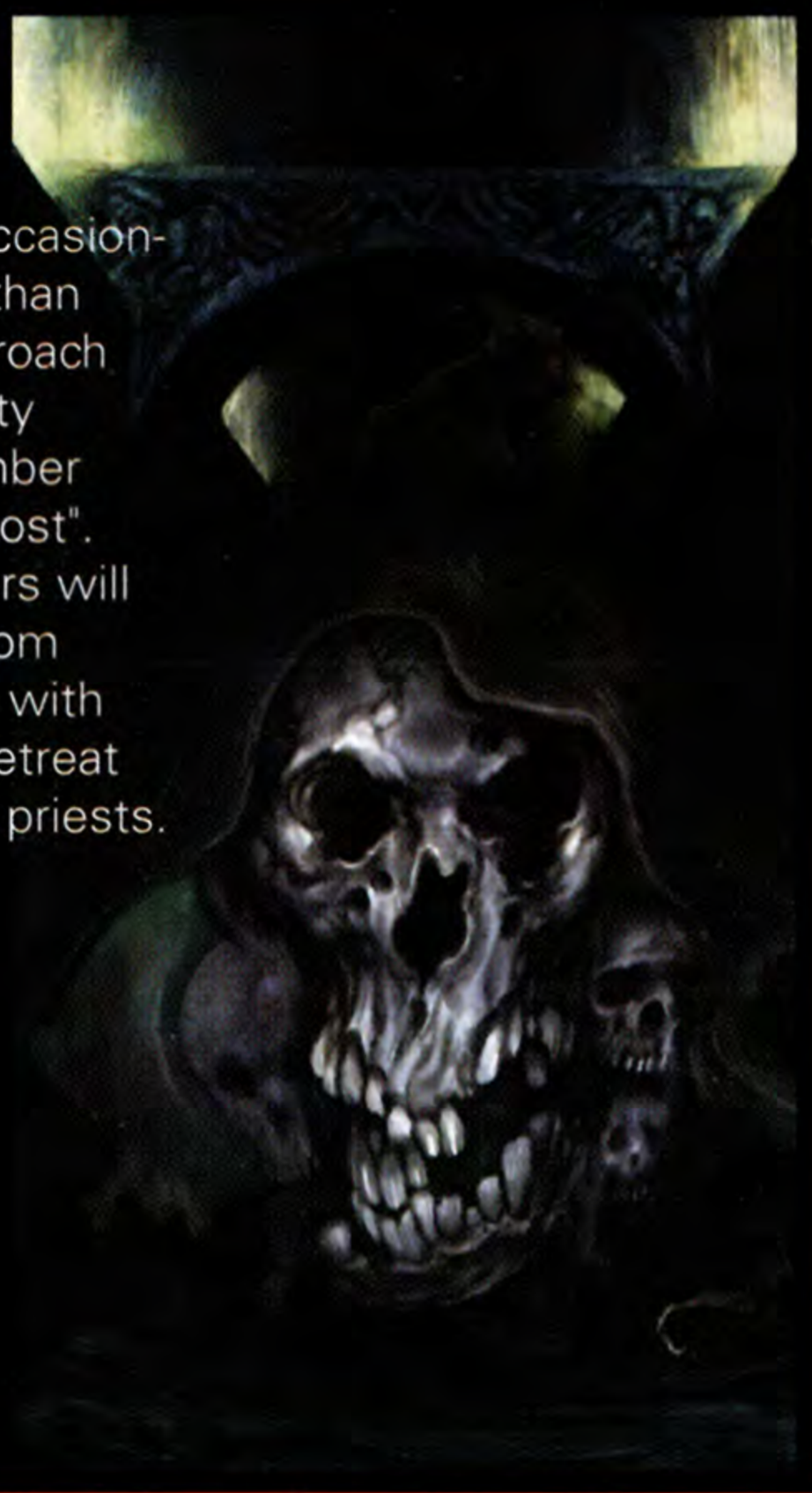
If each character's HP reach zero and the whole party has died, then the game is over. You can revive dead party members by going to the Temple and paying the priests.

☞ REMEMBER: GAIN LEVELS BY EARNING EXPERIENCE POINTS

When a character has accumulated sufficient experience points, he/she will increase in level. However, the character must first visit and stay overnight at the Lodge before his/her ability points will increase. A level-up mark will appear on the status screen, and the character panel in the party window will glow, indicating that a character is ready to level up. So when you see these indications, be sure to stay at the Lodge.

The Reaper System & the Fear of Becoming "Lost"

As your characters venture through the Labyrinth, occasionally they will encounter something more menacing than ordinary monsters. A "Reaper" may appear and approach the adventurers. When possessed by a Reaper, party members will have abnormal status. If a party member dies while being possessed, he/she may become "Lost". During the duration of this abnormal status, members will also become weaker and sustain greater damage from enemy attacks. When a Reaper comes into contact with you, be very careful. A wise decision would be to retreat and immediately visit a temple to be purified by the priests.



Introduction to Spells

Spells are divided into two main categories, Priest Spells and Sorcerer Spells. Each type of spell and the differences between the two will be discussed in this section.

Remember that each spell has its own unique characteristics

Spells can be used to heal wounded party members, and they can also be used to attack enemies. Spells are essential for your journey. In general, spells are divided into two categories, Priest Spells and Sorcerer Spells. Depending on a character's class, the spells available to him/her will be different. Depending on the situation, offensive spells can have four types of effects as described below. Be familiar with each distinctive spell and use powerful spells to defeat enemies. Learning and enhancing magic are also unique, so be sure to learn the processes well before you start the game.

Critical	The caster's concentration is increased, and the damage inflicted on the enemy is doubled.
Fumble	The caster lacks concentration and damage dealt to the enemy is reduced by ½.
Resist	Enemies with the ability to resist magic will only receive 1/2 damage.
Barrier	Depending on the special abilities of the monsters, some spells will be ineffective.

Learning Spells

In the world of Wizardry, spells are learned through items called "Magic Stones". The number of times you can use spells increase as your character reaches higher levels. Therefore, it's important to defeat various enemies to collect Materials to make Magic Stones.

Enhancing Spells

In order to increase the strength of a spell, use Magic Stones to raise the level of that spell. By collecting a lot of Magic Stones of the same kind, you will be able to use very powerful spells without your character having to reach a high level. However, each spell has its own level limits.

Priest Spells Most priest spells help recover health and assist attacks. The first four levels of Priest spells are listed below.

LEVEL 1	Bless	Increases the dodging ability of 1 party member.
	Feal	Restores a little of 1 party member's HP.
	Barrets	Inflicts damage on 1 enemy.
	Kowt	Increases the agility of 1 party member.
LEVEL 2	Conair	Increases the dodging ability of one row of characters.
	Strain	Renders a row of enemies immobile.
	Sarome	Seals the ability to cast spells on a row of enemies.
LEVEL 3	Conairu	Increases the dodging ability of the whole party.
	Safeal	Restores half of the HP of a party member.
	Parazkea	Cures one party member of paralysis.
	Conkowt	Increases the agility of a row of party members.
LEVEL 4	Feals	Restores half of the HP of one row of characters.
	Sabarrets	Inflicts massive damage on one enemy.
	Poizkea	Cures one party member of poison.
	Jiscort	Increases the agility of the whole party.

Sorcerer Spells These spells primarily inflict heavy damage on enemies. There are 7 levels of spells, but only the ones available in the early stages of the game are listed below.

LEVEL 1	Creta	Inflicts "Fire" damage on one enemy.
	Hardy	Increases the dodging ability of the caster.
	Spleem	Puts a row of enemies to sleep
	Teal	Inflicts "Thunder" damage on a row of enemies
LEVEL 2	Yaiba	Increases accuracy and strength of 1 party member & enables him to slay Undeads.
	Zateal	Inflicts massive "Thunder" damage on a row of enemies.
	Maps	A map of the character's current location can be viewed.
LEVEL 3	Zakreta	Inflicts massive "Fire" damage on a row of enemies.
	Jateal	Inflicts massive "Thunder" damage to all enemies.
	Zaiba	Increases offensive strength of a row of party members; they can slay Undead.
LEVEL 4	Delpus	Decreases the dodging ability of a row of enemies.
	Kuld	IInflicts "Freeze" damage on a row of enemies.
	Jakreta	IInflicts massive "Fire" damage on all enemies.

Town Facilities

The facilities in Duhan are essential to adventurers. Learn the role of each facility and use them wisely to further your adventure.

The 6 Facilities that Warmly Welcome Adventurers of the Labyrinth

The town of Duhan was once full of spirit. After the Flash, the town fell to ruins, but some facilities still remain. Included in those places that can be visited are the Tavern, the Guild, the Temple, Vigger's Shop, a save point, and the Labyrinth. You can move between the different places using the left and right directional buttons. The following is an explanation of these facilities.

The Arrangement of Facilities

☞ REMEMBER: Some shops operate secretly in the Labyrinth.

Not all shops that will be helpful to you on your adventure are located in town. There's a shop known as "Smiley's Shop" on the first floor of the Labyrinth which sells items not available at Vigger's. There're other facilities such as the "Material Shop" which will become available once you've fulfilled certain conditions.

Tavern

"LUNA LIGHT"

Crowded with adventurers who've explored the Labyrinth, the Luna Light, the only tavern in town, is a place for people to post their quests and seek out comrades to adventure with.

A Place for Weary Travelers to Rest and Those in Need to Request Help

There are 4 actions that can be performed at the Tavern: Access the "Party" menu, "Recruit a comrade to the party", view the "Quest List", and "Dismiss a comrade from the party". Each action is explained in detail below. Be sure to make full use of the "Party" menu which gives you the option to practice disarming traps. You will find those traps quite troublesome in the Labyrinth.

Party

Besides the various commands explained on page 12, you can also "Practice Disarming Traps" at the Tavern. In the time allotted, press the buttons in sequence that correspond to the pictures that appear on the screen. Be sure to practice!

Recruit/Dismiss Comrades

You may also recruit or dismiss comrades from your party at the Tavern. Use the cursor to select a character and press △. His/her status will be visible. Press □ to view a list of spells mastered. All characters that you've recruited through your encounters can join the party here. Check the list with the L1 and R1 buttons.

Quest List

You may view quests that have been posted at the Tavern by other guests. Use the directional buttons to select a quest and, after reading the details, if you choose to accept it, confirm your decision using the X button. To go to the next page of the quest list, use the left and right directional buttons. You are able to cancel a quest that you've accepted, but be careful, because once you have, you will not be able to undertake the same quest again. You may only accept 3 quests at a time.

Lodging for Adventurers *the Lodge*

The Lodge is a warm, cozy place where adventurers can recuperate from their journeys. Those who have overcome many hardships in the Labyrinth return here each day.

At the Lodge, you have the opportunity to both recover and increase your level.
Although you may have destroyed many enemies and earned sufficient experience, the abilities of your characters will not go up until you have stayed at the Lodge. You will not be able to play effectively without utilizing the Lodge because of its important features, including the ability to recover HP and MP when you stay overnight.

The Temple *Salem Temple*

The Temple is filled with the sorrows of the people who have lost their loved ones. Adventurers come to the priests wishing to resurrect comrades and to receive healing.

This facility is the place to go to have an abnormal status healed.
While fighting monsters, a character can sometimes be affected by an abnormal status. If left untreated, the character's health may deteriorate more rapidly and the abnormal status could even lead to death. Be sure to use the temple if you are short on recovery items.

Recovering from Abnormal Statuses

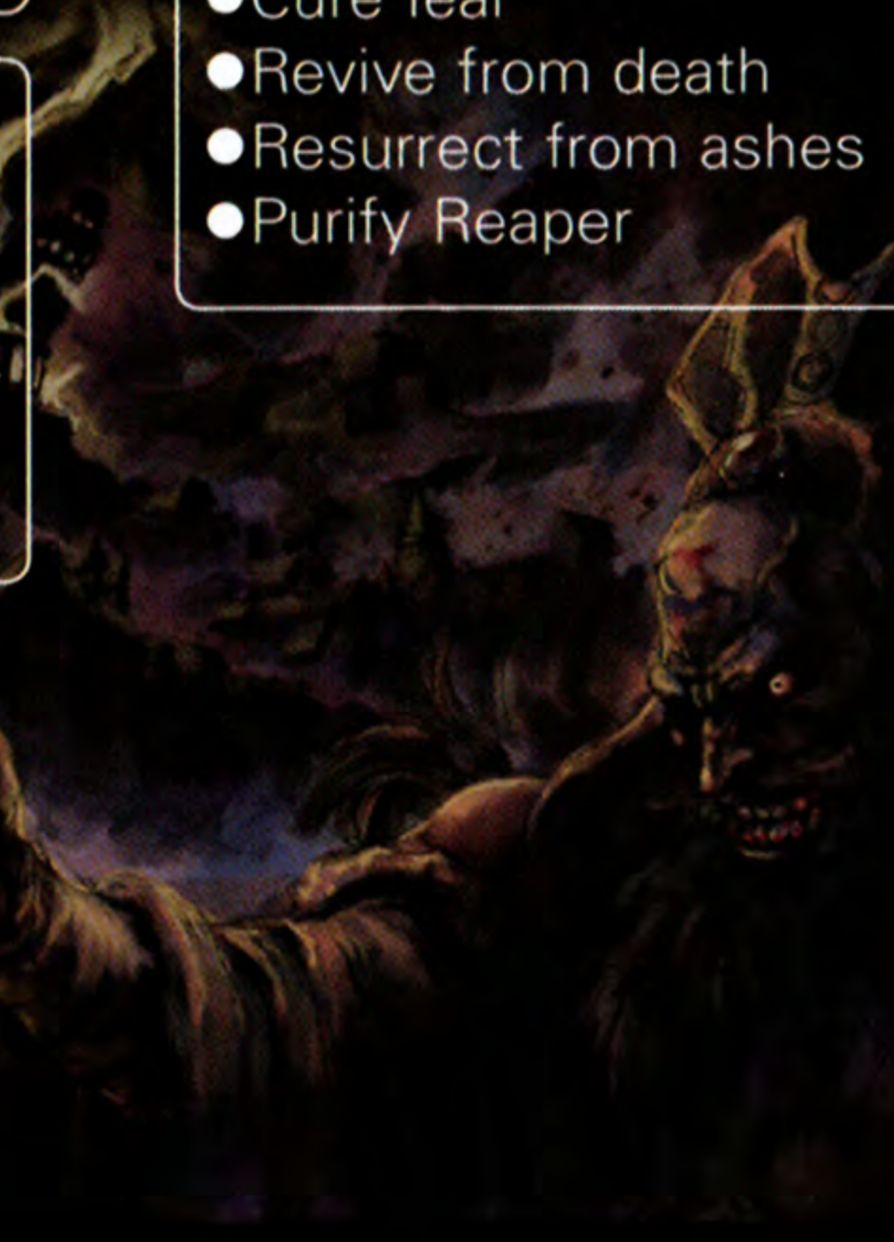
There are four types of abnormal statuses: poison, paralysis, petrified, and fear. While characters are in these statuses, they are still alive. Restore them to good health before it's too late. Fees for such services depend on the treatment required.

Revival from Death & Ashes

You may revive adventurers who have died or have been turned into ashes. The dead can easily be revived, but once an adventurer has been turned into ashes, you might not be able to recover him/her and could end up losing the character permanently.

Services Provided by the Temple

- Cure poison
- Cure paralysis
- Cure petrification
- Cure fear
- Revive from death
- Resurrect from ashes
- Purify Reaper



The Shop

Vigger's Shop

Though once flourishing, presently Vigger's Shop has been struggling to stock its inventory. Adventurers are constantly complaining about the lack of supplies.

The Item Shop

This shop does not have a very good reputation due to its meager selection of items. However, there are several important services offered at the shop. Besides buying and selling items, you can also have items appraised, have a curse lifted from an item, or mixing Materials. All items sold to the shop by adventurers will be put up for sale, which means that the store's inventory will increase if many items are brought in.

Buy/Sell Items

The primary functions of the store are buying and selling items. While looking through the list of available items, turn the pages using the left and right directional buttons and select an item using the **X** button. Then, choose which character will carry the item. To sell an item, select a character using the left and right directional buttons and then choose the item you'd like to sell using the up and down directional buttons.

Appraise Items

The true nature of items found in the Labyrinth will not be revealed until these items have been brought back to the shop and appraised. Be careful, because if you equip an item without first having it appraised, you may discover that the item is cursed. Also, items should be appraised before they are sold. Otherwise, they will not command a very high price.

Lift Curses

Some of the items that you will find have been cursed. If cursed items are equipped, various harmful effects will occur. A curse can be lifted from an item at the shop. Once it has been lifted, its effects will also fade.

Making Magic Stones

You can also mix Materials and create Magic Stones at the shop. First, select the type of stone you wish to create. Then, a list of materials will appear for you to use in creating an appropriate combination. Choose materials carefully before mixing. Also, materials are essential to create special spells using Vellums. Not only are Materials useful in creating Magic Stones, but they can also have various effects during battle.

By Mixing Materials

When you defeat enemies, you will occasionally obtain an enemy's body part, referred to as Materials. By combining these Materials, you will be able to make Magic Stones.

By Using Vellums

You will be able to make special spells that are written on the Vellums. The Vellums can be kept at the Shop so that when you collect all the Materials needed, the lady at the Shop can mix them for you. You are not restricted to the number of Magic Stones made.

Separating Magic Stones

You can separate Magic Stones back to their original Materials. It is a good idea to separate those Magic Stones you do not need anymore and make new ones from the separated Magic Stones.

Guild

The Guild

The Guild is energized with a professional atmosphere. Here, visitors converge, seeking comrades and looking to change classes.

Maintaining Adventurers at this Facility

In the Guild, there are two types of actions that can be performed, "Register" and "AA Mastering." In the Register, you can form a party or change a character's class. For a fee, you can master new Allied Actions from the "AA Mastering" menu. Use these options wisely to strengthen your party.

Party

- Register an Adventurer - Unlike the Tavern where you may encounter other adventurers, at the Guild you can create your own new comrades.
- Delete an Adventurer - Use this command to delete a member of the party. Once a character has been deleted, you will not be able to use him/her again.
- Change Name - You can change the names of adventurers, including the main character, in the Register.
- Change Class - You can change the classes of adventurers, including the main character, in the Register. Certain requirements must be met in order to change a character's class.
- View the Register - You can view information about your adventurers in the Register.

Mastering New AA's

For a fee, you can learn new Allied Actions at the Guild. You may choose from "Offensive Allied Actions", "Defensive Allied Actions", "Spell Allied Actions", and "Assisted Allied Actions".

Saving

Save Data

Save a record of your adventures at the unnamed facility, located on the outskirts of town.

Saving Your Adventure

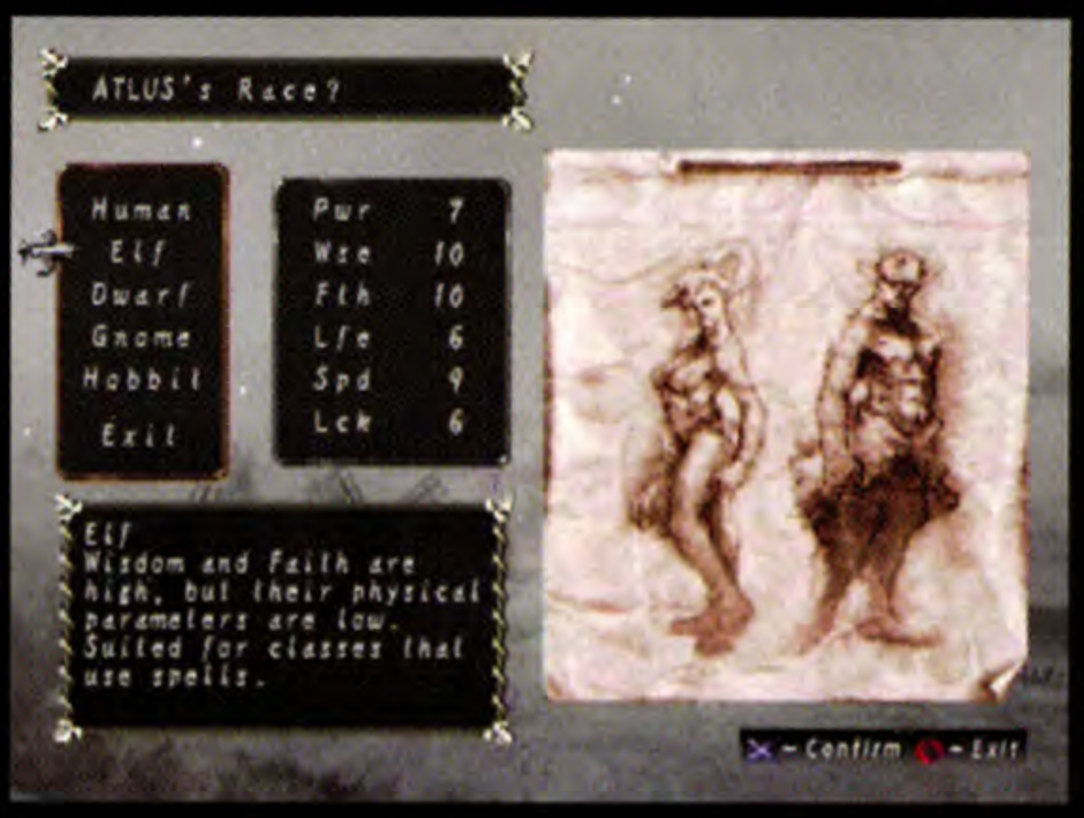
The purpose of this facility is for saving your data. Insert a memory card in MEMORY CARD slot 1 before saving your data. When the save screen appears, move the cursor to the block where you wish to save using the up and down directional buttons. Confirm your selection using the **X** button.

Race and Class

Each adventurer belongs to a certain race and class. Understanding a character's race and class can help you create a stronger party.

Race/Class which Affects Character Development

When you start a new game, you will need to choose a race and class for the main character. Depending on the race and class you chose, the abilities of your character will differ. This can affect the nature of battles significantly. Race determines factors such as strength and speed, while class determines which special abilities a character will be able to acquire. In other words, by successfully combining race and class, you can create a strong character. Let's begin by examining each race/class and its unique characteristics.



Race

The following five races will be available for you to choose from. Adventurers in the Tavern will already belong to a certain race.

Human	A race with balanced characteristics. Humans are suitable for any class, but do not have a high level of faith.
Elf	A race blessed with wisdom and faith. Elves are weaker physically, but they are well suited for classes that require casting of spells.
Dwarf	A powerful race with strong faith. Since Dwarves lack agility, rather than becoming a thief or a class that uses spells, they should select a class such as warrior, which involves fighting or using brute strength.
Gnome	An agile race with high faith. Gnomes are best suited to serve as priests. However, since they are so skillful, they can belong to any class.
Hobbit	A race with uncommon agility and luck. Instead of selecting a physical class for a Hobbit, it would be wisest to choose something that doesn't involve a great deal of strength. Hobbits make perfect thieves.

Class

The classes available in the game are displayed on the right. Depending on a character's class, there will be various ways to fight enemies. When you are creating a new party, you will need to carefully consider the classes of your party members. Try different combinations to create unique parties. Characters can change classes at the Guild in Duhan. Note that each class has certain requirements, and some characters will not be able to change classes.

The 8 Classes

- Warrior
- Thief
- Priest
- Sorcerer
- Bishop
- Samurai
- Knight
- Ninja

G=Good N=Neutral E=Evil

WARRIOR

Warriors are Good Swordsmen with Great Strength.

Warriors are excellent at handling swords and fighting at close range. They can be equipped with various weapons and armor. These characters should be placed in the front row to stop enemy attacks. Warriors cannot cast spells and are susceptible to offensive magic.

Requirements for this Class

Attribute: G/N/E Power: Above 11

THIEF

Thieves are Quick and can Cast Powerful Spells.

Thieves tend to be naturally agile and can disarm traps on treasure chests more easily than other characters. Even though they are not adept at fighting, they can use both Priest and Sorcerer spells through level 3. Thieves can be very useful supporting the party from the back row.

Requirements for this Class

Attribute: N/E Agility: Above 11

PRIEST

Priests can Heal the Wounded with Their Magic.

A priest has the ability to learn and use all Priest spells. Priests are not good in close combat, but by attacking with offensive spells or projectiles, they can contribute to the fight. Priests can also use the command "Dispel", which is very useful in defeating Undead monsters.

Requirements for this Class

Attribute: G/E Faith: Above 11

SORCERER

Sorcerers can Cast Powerful Offensive Spells.

A sorcerer has the ability to learn and use all of the Sorcerer spells, but don't expect many direct attacks from a sorcerer. A very powerful offensive spell can have the power to wipe out an entire party of enemies. Just like priests, sorcerers should be placed in the back row where the enemy's direct attacks cannot reach them.

Requirements for this Class

Attribute: G/N/E Wisdom: Above 11

BJSHOP

Bishops are High Priests Who've Mastered Many Spells.

The highest positions in the realm of magic belong to bishops. Not surprisingly, a bishop can use both Priest and Sorcerer spells. On top of that, bishops have the ability to appraise items without going to a shop and can also use the command "Dispel".

Requirements for this Class

Attribute: G/E Level: Above 5
Wisdom: Above 23 Faith: Above 23

SAMURAJ

Samurais are Experts with Swords and Capable of Casting Offensive Spells.

Studying ancient martial arts techniques, a samurai is an expert in sword fighting. With his razor-sharp sword and unique equipment, he excels at close combat. Additionally, a samurai can use Sorcerer spells through level 6. Without a doubt, a samurai is an expert in battle.

Requirements for this Class

Attribute: G/N Level: Above 8
Wisdom: Above 15 Agility: Above 20
Life: Above 20

KNIGHT

Knights are Paladins Who've Mastered Sword Fighting and can Cast Priest Spells.

Although in this game they do not ride horses, knights can equip all kinds of weapons and armor. Similar to samurai, knights can learn spells through level 6, although they use Priest spells rather than Sorcerer spells. These divine knights are not only reliable in battle, they can also chant "Dispel" like priests.

Requirements for this Class

Attribute: G Level: Above 8
Wisdom, Faith, Agility, Power, LIfe: Above 20

NINJA

Ninjas are Solitary, Prideful Warriors that can Launch Deadly Assaults.

Since ancient times, Ninja have mastered "The Way of Shinobi (Endurance)".

In order to survive even the worst situations, ninja are trained to attack enemies' vital organs with deadly blows. Ninja can use both Priest and Sorcerer spells through level 2. Ninja are fearsome warriors because of their power, speed, and ability to use spells.

Requirements for this Class

Attribute: G/E Level: Above 12
Agility, Power, Life, Luck: Above 25

Tips for the Adventurer

There are many mysteries hidden in the Labyrinth. The tips below will help you play this game more effectively.

Always carry a Transfer Potion, which will immediately return you to town.

Once you've gone deep into the Labyrinth, it is difficult to return to the town. A Transfer Potion will be extremely helpful because it will instantly return you to Duhan. Furthermore, the potion will be very advantageous in the event that you encounter the Reaper. Vigger's Shop does not carry this potion, but it is available at Smiley's Shop on the 1st Floor of the Labyrinth. It may also appear as an item in a treasure chest. Be sure to stock up on this potion before entering the Labyrinth.

Discover shortcuts to make exploration easier.

Because you will be exploring the Labyrinth so frequently, you will pass through the upper levels often. However, the paths to the stairs and elevators that lead underground are very far. It will be a waste of time to fight against the weak monsters once your characters' levels have risen. At that point, shortcuts will come in handy. Shortcuts are not available at first, but as you solve various mysteries, they will open up. Shortcuts will help you travel through the Labyrinth more easily.

Check the Labyrinth Walls.

If you cannot proceed in the game after trying all available paths, try checking the walls carefully. When you see a cracked wall, dash towards it and crash into it using the á directional button + the O button. The wall might fall down and open a new path. It is important to examine walls thoroughly since there are many hidden paths. Be sure to remember where hidden paths are, because they will close once you leave that floor.

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